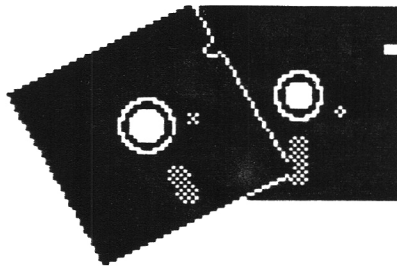


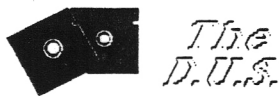
FOR
EDD SNOGER,
FROM TOM SKAFINSKI



*The
D.U.S.*

D.U.S. Version 4.0

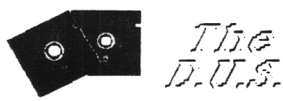
Written by Kristian Boisvert



Disk Utility Software

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Disk Utility Software

A little bit about D.U.S. ...

D.U.S. is a very sophisticated disk doctor, it will do almost anything! From formatting new disks to recovering erased files... Yet it's very simple to use and very fast...

I've been working on this project for the past year and I'm almost done with the package... Maybe a few more utilities or improvements on existing ones. That's where you can help me by giving me ideas, just write or call...

D.U.S. (Disk Utility Software) is now at Version 4.0. It includes 32 utilities! Where did I get all these ideas? Necessity! Most programs I did because I needed them for a specific task, so I decided to share them with other Larken LKDOS users...

D.U.S. is Public Domain, this means you may freely distribute it to any Larken LKDOS user so long as no charge is made for the package other than the cost of the media and/or time. Also, you must distribute exact copies of the disk(s), no program should be altered in any way without first consulting me. Some files need to be customized to work properly, these files should not be customized on the copied disks that are distributed. No file should be deleted or added without first consulting me. Of course, these restrictions only apply to the disks that you distribute.

If you find bugs or have some ideas for new utilities or improvements for an existing one, please write or call...

If you wish to receive the latest update directly from me, please send \$5.00 and...

(2) 5.25" SS/DD (200K) disks or (1) 5.25" DS/DD (400K) disk or (1) 5.25" SS/QD (400K) disk or
(1) 3.5" SS/DD (400K) disk or (1) 3.5" DS/DD (800K) disk.

Please specify the density and number of sides when you send your disks. Also indicate which version of D.U.S. you currently have so that you will receive the new instruction sheets to be added to the manual.

If you wish to receive the complete instruction manual, please send \$5.00. Complete packages including the latest manual and version of D.U.S. (on your choice of disk) are available for \$15.00 each. When ordering any of the above services, your name will be added to my mailing list and you will receive a notice whenever a new update is available...

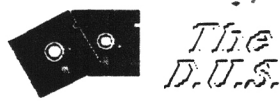
To order:

BYTE POWER
c/o Kristian Boisvert
1748 Meadowview Avenue
Pickering, Ontario, Canada
L1V 3G8

(416) 831-3691
(10pm-11pm Monday-Friday)
(7pm-11pm Saturday)
(10am-11pm Sunday)

(C) 1990 BYTE POWER

Written by Kristian Boisvert



Disk Utility Software

Things you should do and shouldn't do...

Before using your original, make a backup of it... Leave your original in a safe place and use the backup copy instead. This way, if anything happens to the disk, you can always make a new backup copy...

Customize ONLY the backup copy, not the original. Do not remove the write protect sticker from the original, BUT leave the sticker off on the backup...

Additional notes...

Some programs in this package assume that the write protect notch is not covered when saving data back onto the disk. If it is covered, they will react as if they were saving but no data on the disk will be altered in any way... I did not check for the write protect because I did not want the programs to stop with an error that cannot be trapped...

Programs also assume that all drives are of the same speed. That would be any program that transfers data back and forth from two or more drives.

Your disks should be free of bad blocks or at least they should be mapped out. Use MAP OUT BAD BLOCKS on your formatted disks to map out bad blocks or if you need to format disks, use FORMAT DISK as it automatically maps out bad blocks when formatting...

Finally, HELLO! is used as a menu/link program... When you quit any of the D.U.S. programs, HELLO! is automatically loaded from the boot drive (the drive from which HELLO! was first loaded). If you like TINY BOOT better as the menu program, you will have to edit the Basic part of the programs so that they load MINIBT.B1 instead of BOOT.B1. The choice of menu program is up to you, I personally prefer HELLO!.



Written by Kristian Boisvert

Program Name: BOOT.B1 (or loaded from the AUTOSTART file) [Works on all 4 cartridges]

This is a boot/menu program that allows the user to load a file by pressing a single key. Keys 7 and 6 will scroll the names up and down respectively, 0 to 4 will select the current drive number. To load a file, just press the corresponding letter.

The program is now set up to show only .B files (Basic programs). If you wish the program to display .C files (Codes) as well, just BREAK and RUN 8000. To reset it to .B files, BREAK and RUN 8100. Note that if you save this program back to disk, the new setup will be saved as well.

This program can be used on any of your disks as a boot program... Just load it from an AUTOSTART file. Here is how it is done: (Assuming you already saved BOOT.B1 on the disk.)

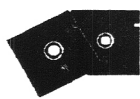
NEW [ENTER]

10 CLEAR 27500: RANDOMIZE USR 102 [ENTER]

20 CLEAR 65535: RANDOMIZE USR 100: LOAD "BOOT.B1" [ENTER]

RUN [ENTER]

The computer should then either play the little tune or the 2 beeps (depending on your LKDOS version). At this point, press [D] and the computer will do the rest.



*The
D.U.S.*

Disk Utility Software



DISKANALYZER

Written by Kristian Boisvert

Program Name: CHKDSK.B1 [Works on all 4 cartridges]

This program will give you some information about a disk such as the number of sides, number of tracks, number of bad blocks, etc...

To use, just enter the drive number in which the disk is to be analyzed, 99 to quit.



COLORED DISK NAME

Written by Kristian Boisvert

Program Name: COLNAM.B1 [Works on all 4 cartridges]

This program will allow you to add color to a disk name. However, there are some restrictions as to what colors may be used. Black ink or black paper cannot be used because of their character value of 0. Whenever a character 0 is encountered in a name, it is recognized as the end of the name.

A good example of a colored disk name would be the one on the D.U.S. disk, check it out...

To use, just enter the drive number (99 to quit). The computer will then load the current disk name and go in the edit mode...

Use the arrow keys to move the cursor around. [EXTENDED+C] clears the name, [EXTENDED+N] fetches the current ink and paper colors of the current cursor position. To save the name back to disk, move the cursor to the **LAST** line of the name and press [EDIT] (CAPS+1)... It may take several seconds for the name to be prepared and saved as it all depends on its complexity.

To set the ink color, press [EXTENDED] then [CAPS+(1-8)]. 8 is the transparent color (to write over something without disturbing the ink color already on screen)

To set the paper color, press [EXTENDED+(1-8)]. 8 is the transparent color (to write over something without disturbing the paper color already on screen)

This program also allows you to use the extended characters ([] { }) in the disk name.



COPY DISK I

Written by Kristian Boisvert

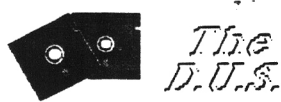
Program Name: COPY I.B1 [Works on all 4 cartridges]

This program will allow the user to make up to 4 copies of a disk at a time... It is compatible with single drive systems and is quite fast as it copies 6 blocks at a time.

To use, just enter the origin drive (99 to quit), then the number of copies to be made and then the drive number for each copy (99 to quit). If the origin and copy drive(s) are the same, the computer will prompt you when to switch disks.

When the data entered is correct, the computer will check the parameters on each copy disk to make sure it has at least the same number of sides and/or tracks... If you get an error message, you will have to change the copy disk.

When everything checks out, the computer will start copying the disk onto the copy disk(s). If, when copying, the computer encounters a bad block on a copy disk, you will be warned at the end of the copy session that the disk is bad... Other disks will not be affected in any way if one is bad. Don't use the bad disk as it will not work properly.



Disk Utility Software

COPY DISK II

Written by Kristian Boisvert

Program Name: COPYII.B1 [Needs to be customized for your own interface]

This program works exactly the same way as COPY DISK I, but it is a little bit different...

First, it needs to be customized before it can be used. This is something that you do only once and then save the program back onto the disk (USE THE BACKUP DISK ONLY!). The first time you load this program, it will stop with an error message and will display part of the Basic program....

Edit this line and add a "L" for Larken, "A" for Aerco, "R" for Ramex and an "O" for Oliger LKDOS cartridge between the quotes of LET A\$=" ". Note that it must be an uppercase letter.

Then RUN 9999 to save back onto disk...

Why do we need to customize this program? Well, the difference between this program and COPY DISK I is that it will format the block before actually saving onto it... This means you can copy a disk onto an unformatted copy disk. It is much faster than first formatting the disk and then using COPY DISK I. But if your copy disks are already formatted, it will be obviously faster to use COPY DISK I instead...

Another difference is that it will copy 5 blocks at a time instead of 6. The program needs a special buffer to format the block and that is the reason for this.

CHANGE DISK NAME

Written by Kristian Boisvert

Program Name: DSKNAM.B1 [Works on all 4 cartridges]

This program will allow you to edit the disk name... This is useful if you wish to give a better description of the disk contents or just to add special notes to the name.

To use, just enter the drive number in which the disk name is to be edited (99 to quit). The computer will then load the current disk name and go into edit mode....

Use the arrow keys to move the cursor around. [EDIT] (CAPS+1) clears the name, [ENTER] keeps the name (exit edit mode). When the name is correct, the computer will save it back onto the disk.

NOTE: Do not edit colored disk names with this program, it will not allow colors in the name.... However, you may edit regular names in COLORED DISK NAME.

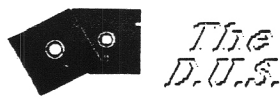
BATCHERASE

Written by Kristian Boisvert

Program Name: ERASE.B1 [Works on all 4 cartridges]

This program will allow the user to erase one or more files in one go. Why such a program? Well, If you need to erase several files in one go, you will find this program a lot faster than using the ERASE command to erase the files one by one.

Upon loading the program, the computer will load the catalog of the default drive (the drive which BATCH ERASE was loaded from) and display the filenames on the screen.



Disk Utility Software



BATCHERASE

Continued...

To change the current drive, just press 0 to 4. The computer will then ask for a search string, press [ENTER] for none. The search string will allow you to view only filenames that match this string. If no search string was entered, every filename will be displayed. (Note that there might be too many names in the catalog to fit on the screen, if that happens the computer will ask you if you want more names... Press [Y] for the next set of names or [N] to keep the ones already on screen.)

Press the arrow keys to move the cursor around, [Q] to quit, [I] to invert all tags (tag untagged files and untag tagged files), [SPACEBAR] to toggle tags on/off, [ENTER] to erase tagged files (or file at current cursor position if no tagged files).



BLOCKANALYZER

Written by Kristian Boisvert

Program Name: BANAL.B1 [Works on all 4 cartridges]

This program will give you information about the blocks on a disk such as which file is using it, the start address where the block will be transferred, the total length of the block, actual percentage of the block used (you will notice that the LKDOS sometimes wastes a lot of valuable disk space) and whether or not the block is being used (it could have a name, start address and length but may not be in use... That would be a "file residue", more on that in CLEAN UP DISK)

To use, just select the drive in which you want the blocks analyzed. Press [N] to stop the analysis, any other key to go on to the next block.



BLOCKEDITOR

Written by Kristian Boisvert

Program Name: BEDIT.B1 [Works on all 4 cartridges]

This program allows you to edit data blocks directly from disk without having to load the actual file. This is useful if you need to make little changes to a file...

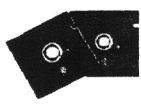
The program has 3 distinctive sections... The Address, the Peek and the Character section.

ADDRESS

This is the main section... You can change the address just by typing in a new number between 0 and 5120. Pressing [SPACEBAR] will go to the next page (next 14 addresses). [C] will clear the data block in memory. [L] will load a new data block in memory (the computer will give you the range of blocks you can load). [S] will save the current data block back onto disk. [D] will change the current drive number and load data block 0 of that drive (You MUST use this function whenever you change disk because the program has to know the number of tracks and sides of the new disk...) [H] will home the cursor back to address 0 of the data block. [Q] will quit the program, note that this is the only way out of the program.

PEEK

This is the section that allows you to modify the character value of the current cursor address... To change the value, just enter a new number between 0-255. [ENTER] will exit Peek mode. [SPACEBAR] will go to the next page (next 14 addresses).



*The
D.U.S.*

Disk Utility Software



BLOCK EDITOR

Continued...

CHARACTER

This section will allow you to edit text or text strings... To enter text either type in directly or press [EDIT] (CAPS+1) and input the string (up to 64 characters long). [ENTER] will exit Character mode.



CLEAN UP DISK

Written by Kristian Boisvert

Program Name: CLENUM.B1 [Needs to be customized for your own interface, see COPY DISK II]

This program is used to clear unused blocks on a disk... It also deletes invalid files from the catalog (filenames created and left in the catalog by the LKDOS whenever there isn't enough room on the disk). You need to clean up your disks now and again so that if anything happens to the catalog, you will be able to recover it without getting unwanted old files back in the catalog. Whenever a file is erased from the catalog, only the name in the catalog is deleted not the one on the data blocks. These blocks I call 'file residues'. This program gets rid of them...

REMEMBER: Never use CLEAN UP DISK or FAST CLEAN UP if you erased a file by mistake... If you do, you will never be able to recover that file...

To use, just enter the drive number in which the disk is to be cleaned up (99 to quit). The computer will then clean up the disk and reformat unused blocks.



FAST CLEAN UP

Written by Kristian Boisvert

Program Name: FCLEAN.B1 [Works on all 4 cartridges]

This program is similar to CLEAN UP DISK, it serves the same purpose... It cleans up unused blocks but instead of reformatting them it only saves 0's (blank blocks). This makes it about twice as fast as CLEAN UP DISK. However, this program does not delete invalid files and will not map out bad blocks if it encounters any, it assumes that they have already been mapped out with MAP OUT BAD BLOCKS or when the disk was first formatted... If you suspect that there are some bad blocks on the disk, you should use CLEAN UP DISK instead as it will map them out...

To use, just enter the drive number in which the disk is to be cleaned up (99 to quit). The computer will then clean up the unused blocks.



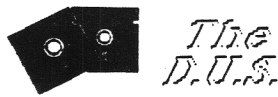
FILE ANALYZER (Batch)

Written by Kristian Boisvert

Program Name: FANALY.B1 [Works on all 4 cartridges]

This program will give you important information about a file... It will give you its starting address (for Code files), its length, the AutoRun line (for Basic programs only), the variable offset (for Basic programs only), the AutoRun address (for NMI saves only), the number of blocks the file is using and finally the list of the blocks it's using.

Upon loading the program, the computer will load the catalog of the default drive (the drive which FILE ANALYZER was loaded from) and display the filenames on the screen.



Disk Utility Software



FILE ANALYZER (Batch)

Continued...

To change the current drive, just press 0-4. The computer will then ask for a search string, press [ENTER] for none. The search string will allow you to view only filenames that match this string. If no search string was entered, every filename will be displayed. (Note that there might be too many names in the catalog to fit on the screen, if that happens the computer will ask you if you want more names... Press [Y] for the next set of names or [N] to keep the ones already on screen.)

Press the arrow keys to move the cursor around, [Q] to quit, [I] to invert all tags (tag untagged files and untag tagged files), [SPACEBAR] to toggle tags on/off, [ENTER] to analyze tagged files (or file at current cursor position if no tagged files).



FORMAT DISK

Written by Kristian Boisvert

Program Name: FORMAT.B1 [Needs to be customized for your own interface, see COPY DISK II]

Before a new disk can be used, it must be prepared to store data... This is called "formatting" a disk. This program will format the blocks on the new disk as well as preparing the catalog... It will reformat bad blocks up to 5 times and if they will not format properly, they will be mapped out of the catalog. This was done so that they won't cause any problems...

The computer will need some information about the disk such as the name, the number of sides, the number of tracks, the drive head speed and the drive number in which this disk will be formatted. The name editor is the same as in CHANGE DISK NAME so you should refer to that section if you need more information... Once the name is correct, the computer will ask you for the number of sides (1 or 2), the number of tracks (1 to 82), the head speed (6, 12, 20 or 30 ms) and then the drive number. The computer will then format the disk... If you get a message that the disk is bad, it means the disk cannot be formatted at all and you shouldn't use it.



FASTFORMAT

Written by Kristian Boisvert

Program Name: FASTF.B1 [Works on all 4 cartridges]

This program is used to reformat previously formatted disks... It's about twice as fast as the FORMAT DISK program and will do basically the same thing except for the format part.

This program works exactly the same way as FORMAT DISK so you should refer to that section if you need more information... Just make sure that you use the same specifications for the disk when you reformat it, that is use the same number of sides and tracks, the rest may be changed as you wish.



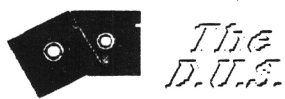
CHANGE HEAD SPEED

Written by Kristian Boisvert

Program Name: HEAD.B1 [Works on all 4 cartridges]

This program allows you to change the head speed setting of a disk... This will come in handy whenever someone sends you a disk with a different head speed than your system uses... It is important that the head speed be set to the correct one since a slow speed will cause too much vibrations which may damage the disk drive on the long run. A speed that is too fast could also damage the drive as it may cause the drive to go wild trying to find a track...

To use, just enter the drive number in which the head speed is to be edited (99 to quit). The computer will then load the current settings and ask you for the new head speed.



Disk Utility Software



INITIALIZE CATALOG

Written by Kristian Boisvert

Program Name: INIT.B1 [Works on all 4 cartridges]

This program will allow you to re-initialize a disk (delete all files). It will only delete the files, it won't alter the disk name or any other settings... This program is much faster than if you were to use BATCH ERASE and flag all files to be deleted... If, for any reason, you made a mistake and did initialize the wrong disk, use RECOVER CATALOG or RECOVER ERASED FILE immediately...

To use, just enter the drive number in which the catalog is to be initialized (99 to quit). The computer will then load the current catalog and display the filenames on the disk. The computer will prompt you if you are sure you want to continue. Press [N] to abort, [Y] to initialize.



MAP OUT BAD BLOCKS

Written by Kristian Boisvert

Program Name: MAPOUT.B1 [Works on all 4 cartridges]

This program will, as its name states, map out bad blocks from the catalog. This will prevent the computer from trying to write on a bad block. There is a "bug" in the LKDOS cartridge with the NMI save. If it encounters a bad block, it crashes... This will get rid of the problem. Also, use this program on old disks that were not formatted with FORMAT DISK from the D.U.S. package just to make sure they will work properly...

To use, just enter the drive number in which the bad blocks are to be mapped out (99 to quit). The computer will then start reading each block and map out the ones that are bad.



BATCH MOVE

Written by Kristian Boisvert

Program Name: MOVE.B1 [Works on all 4 cartridges]

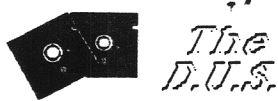
This program will allow you to copy one or more files from one disk to another in one go. It is actually quite efficient as it transfers several blocks from different files at once instead of just copying the blocks of one file one after the other. This means that if you were to copy 5 files that only use one block each, all 5 files would be transferred in one go instead of 5 passes like the regular Larken Move... It will prove to be a lot faster in almost any case for that matter...

Upon loading the program, the computer will load the catalog of the default drive (the drive which BATCH MOVE was loaded from) and display the filenames on the screen.

To change the current drive, just press 0-4. The computer will then ask for a search string, press [ENTER] for none. The search string will allow you to view only filenames that match this string. If no search string was entered, every filename will be displayed. (Note that there might be too many names in the catalog to fit on the screen, if that happens the computer will ask you if you want more names... Press [Y] for the next set of names or [N] to keep the ones already on screen.)

Press the arrow keys to move the cursor around, [Q] to quit, [I] to invert all tags (tag untagged files and untag tagged files), [SPACEBAR] to toggle tags on/off, [ENTER] to move tagged files (or file at current cursor position if no tagged files).

Before copying the files, the computer will ask you for the destination drive, enter 0-4. If the destination drive and the origin drives are the same, the computer will prompt you when to change disks...



Disk Utility Software



RECOVER CATALOG

Written by Kristian Boisvert

Program Name: RECCAT.B1 [Needs to be customized for your own interface, see COPY DISK II]

This program will allow you to recover a glitched catalog... It will load each block and build a new catalog. This is possible due to the fact that the filenames are at the very start of each block. However, this utility is not 100% sure... Some files may end up with more blocks than they're supposed to. If you use CLEAN UP DISK or FAST CLEAN UP on a regular basis, then you have a very good chance to recover the disk without any problems.

The computer will need some information about the disk such as the name, the number of sides, the number of tracks, the drive head speed and the drive number in which the catalog will be recovered. The name editor is the same as in CHANGE DISK NAME so you should refer to that section if you need more information... Once the name is correct, the computer will ask you for the number of sides (1 or 2), the number of tracks (1 to 82), the head speed (6, 12, 20 or 30 ms) and then the drive number. Always make sure that you are using the same settings as the old ones. The computer will then recover the catalog... If you get a message that the disk is bad, you will have to use RECOVER BAD DISK...

This program will also map out bad blocks as it encounters them so that they will not create problems later on...



RECOVER ERASED FILE (Batch)

Written by Kristian Boisvert

Program Name: RECOVER.B1 [Works on all 4 cartridges]

This program will allow you to recover one or more files in one go... This program should be used immediately after erasing a file by mistake. If you use CLEAN UP DISK or FAST CLEAN UP in the meantime, the file(s) will be gone forever...

Upon loading, the program will wait for you to input the drive number in which it must look for the erased file(s). To change the current drive, just press 0-4. The computer will then ask for a search string, press [ENTER] for none. It will then start looking for filenames on the unused blocks of the disk (it would be obviously pointless to look on used blocks...) The search string will allow you to view only filenames that match this string. If no search string was entered, every filename will be displayed. (Note that there might be too many names in the catalog to fit on the screen, if that happens the computer will ask you if you want more names... Press [Y] for the next set of names or [N] to keep the ones already on screen.)

Press the arrow keys to move the cursor around, [Q] to quit, [I] to invert all tags (tag untagged files and untag tagged files), [SPACEBAR] to toggle tags on/off, [ENTER] to recover tagged files (or file at current cursor position if no tagged files).

Again, this utility is not 100% sure... Some files may end up with more blocks than they're supposed to. Regular use of CLEAN UP DISK or FAST CLEAN UP should eliminate this problem...



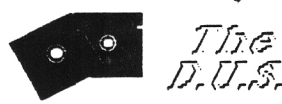
RECOVER BAD DISK

Written by Kristian Boisvert

Program Name: RECBAD.B1 [Works on all 4 cartridges]

This program is similar to RECOVER CATALOG, the only difference is that it will transfer the blocks onto a copy disk while reconstructing the catalog. The copy disk would then be the new "original". This utility should be used when RECOVER CATALOG will not work. Also this is the only way to recover the catalog of a RAM disk if anything should happen to it.

The computer will need some information about the disk such as the name, the number of sides, the number of tracks, the drive head speed, the drive number in which the catalog will be recovered and the drive number in which the new disk will



Disk Utility Software



RECOVER BAD DISK

Continued...

be copied. The name editor is the same as in CHANGE DISK NAME so you should refer to that section if you need more information... Once the name is correct, the computer will ask you for the number of sides (1 or 2), the number of tracks (1 to 82), the head speed (6, 12, 20 or 30 ms), the origin drive number and then the copy drive number. Always make sure that you are using the same settings as the old ones. The computer will then recover the catalog... If you get a message that the disk is bad, you will have to use a new copy disk as it has bad blocks...

Again, this utility is not 100% sure... Some files may end up with more blocks than they're supposed to. Regular use of CLEAN UP DISK or FAST CLEAN UP should eliminate this problem.

If you are recovering the catalog of a RAM disk, you will have to recover it to a floppy disk then re-format the RAM disk and then copy the floppy disk back onto the RAM disk...



BATCHRENAME

Written by Kristian Boisvert

Program Name: RENAME.B1 [Works on all 4 cartridges]

This program will allow you to rename one or more files in one go. You will find this program to be much faster than using the MOVE command (LKDOS V3.0) to rename the files one by one.

Upon loading the program, the computer will load the catalog of the default drive (the drive which BATCH RENAME was loaded from) and display the filenames on the screen.

To change the current drive, just press 0-4. The computer will then ask for a search string, press [ENTER] for none. The search string will allow you to view only filenames that match this string. If no search string was entered, every filename will be displayed. (Note that there might be too many names in the catalog to fit on the screen, if that happens the computer will ask you if you want more names... Press [Y] for the next set of names or [N] to keep the ones already on screen.)

Press the arrow keys to move the cursor around, [Q] to quit, [I] to invert all tags (tag untagged files and untag tagged files), [SPACEBAR] to toggle tags on/off, [ENTER] to rename tagged files (or file at current cursor position if no tagged files).



SORTNAMES

Written by Kristian Boisvert

Program Name: SORT.B1 [Works on all 4 cartridges]

This program will sort the filenames in the catalog in alphabetical order... You will find this makes finding a file on a disk much easier...

To use, just enter the drive number in which you want the filenames to be sorted (99 to quit). The computer will then load the catalog and start sorting the filenames. It may take several seconds to sort a catalog so be patient...



Disk Utility Software



NAME THIEF

Written by Kristian Boisvert

Program Name: THIEF.B1 [Works on all 4 cartridges]

This program will allow the user to take a disk name from a disk and copy it onto another disk. This will prove useful if you copy a disk using BATCH MOVE (to copy a disks of different size or density) and want to keep the same disk name for the copy disk.

To use, enter the drive number of the origin drive (99 to quit). The computer will then load the disk name and display it on the screen. Then enter the drive number of the target drive, the computer will prompt you to make sure you want to save the name on the target disk. Pressing [N] will abort. When the name has been saved, the computer will ask you if you wish to use the same name again (in case you are making more than one copy). Pressing [N] will abort.



TRACKMAP EDITOR

Written by Kristian Boisvert

Program Name: TMAPED.B1 [Works on all 4 cartridges]

This program allows you to alter the track map of a disk... This will be useful if you need to map out single blocks for your own needs such as buffers or if you encounter weak blocks that MAP OUT BAD BLOCKS cannot detect at all times.

To use, select the drive number in which the track map is to be edited. The computer will then load the track map and display it. Use the arrow keys to move the cursor around, [SPACEBAR] to toggle blocks free/used, [I] to invert blocks from current cursor position (changes free blocks to used and used blocks to free), [L] to load the track map (to modify a new one or to load it again in case of a mistake), [S] to save the track map back onto disk, [Q] to quit.



CHANGE TRACKS & SIDES

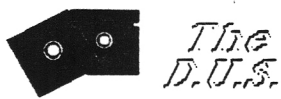
Written by Kristian Boisvert

Program Name: TRKSID.B1 [Needs to be customized for your own interface, see COPY DISK II]

This program will allow you to alter the number of tracks and sides of a disk... You may find this useful when copying a Double Density disk onto a Quad Density or onto a 3.5" disk or when copying a Single Sided disk onto a Double Sided disk. It allows you to add or delete tracks or side without altering files already on the disk...

To use, enter the drive number in which you wish to alter the settings (0-3, 99 to quit). The computer will then display the settings of the disk in the specified drive and ask you for the new ones... You can add and/or delete tracks and sides at the same time. You may get a message telling you that there is data on the blocks you want to eliminate, the computer would then ask you if you wish to abort or continue. (If you continue by mistake, you will have to use FAST CHANGE TRACKS & SIDES and add the deleted tracks back to the disk map. [Do not use CHANGE TRACKS & SIDES as it will format the added tracks and you will not be able to get the data back!])

If you added tracks, the computer will then format the added blocks and save the new settings. If you deleted tracks only, the computer will only save the new settings.



Disk Utility Software



COPY DISK III

Written by Kristian Boisvert

Program Name: COPY3.B1 [Works on all 4 cartridges]

This program works exactly the same way as COPY DISK I, but it's a little bit different too...

It still allows you to make up to 4 copies at a time and is still compatible with single drive systems but it is much faster than COPY DISK I. The reason being that it reads the blocks and only keeps the exact length in memory not the whole 5120 bytes. This allows the program to usually copy more than 6 blocks at a time which makes it very fast and efficient for single drive users.

To use, please refer to COPY DISK I



COPY DISK IV

Written by Kristian Boisvert

Program Name: COPY4.B1 [Needs to be customized for your own interface, See COPY DISK II]

This program is the same as COPY DISK III but it will format the blocks before saving onto them like COPY DISK II.



TINY BOOT

Written by Kristian Boisvert

Program Name: MINIBT.B1 [Works on all 4 cartridges]

This program is similar to HELLO!, it is also used as a boot program...

To use, press 0-4 for the current drive, [Q] to move cursor up, [A] to move cursor down, [O] to move cursor left, [P] to move cursor right and [ENTER] to load the file.

This program can also be used on any of your disks as a boot program... Just refer to HELLO! to see how it can be done.



FAST CHANGE TRACKS & SIDES

Written by Kristian Boisvert

Program Name: FTRKSD.B1 [Works on all 4 cartridges]

This program works exactly the same way as CHANGE TRACKS & SIDES except that it will not format the newly added tracks. It assumes that they were already formatted and it will only check them to see if there are any bad blocks. This makes it about twice as fast.

To use, please refer to CHANGE TRACKS & SIDES.



Disk Utility Software



FRESHEN DISK

Written by Kristian Boisvert

Program Name: FRESHEN.B1 [Needs to be customized for your own interface, see COPY DISK II]

This program allows you to reformat a disk without losing what is already on the disk. This is very useful if you are using cheap disks that tend to go bad if not used for long periods of time. This may sound a bit weird but I've had disks go bad on me after I had not used them for over 6 months. I couldn't load some files and had to try 3 or 4 times before they would actually load. This is a very annoying problem but this program takes care of it...

To use, just enter the drive number (99 to quit). The computer will then start reformatting the blocks, this is a fairly slow process as the computer has to load the block, reformat it, check it and then save the data back onto it. Note that this program will not reformat blocks that are completely bad (unsuccessful load after 5 tries) as it could make matters worse...



FAST FRESHEN

Written by Kristian Boisvert

Program Name: FFRESH.B1 [Works on all 4 cartridges]

This program works exactly the same way as FRESHEN DISK except that it will not reformat the blocks. It only loads the block and saves it back onto disk right away. This makes the program about twice as fast.

To use, please refer to FRESHEN DISK.

D.U.S. Update...

In the works for D.U.S. are two upgrades...

- D.U.S. Version 4.0a - DISK ANALYZER will be compiled and changed slightly to give even more info about the disk being analyzed.
- D.U.S. Version 4.0b - BATCH MOVE will be slightly changed to be more efficient for single drive systems, it should feature a new way of storing the blocks as with COPY DISK III.
- D.U.S. Version 4.1 - BACKUP TO TAPE, a utility to backup disks to tape (Just an idea at the moment.)
- D.U.S. Version 4.2 - COMPRESS, a utility to defragment disks (Just an idea at the moment.)

MEGA DOS 1.0 (this may take quite a bit longer), a new operating system for the LKDOS cartridges. It will use the disks in a much more efficient way.

If you have any new ideas, please contact me at:

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